Anubhav Arora

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EDUCATION

Delhi Technological University

Bachelor of Technology in Mathematics and Computing; CGPA: 7.59/10.0

New Delhi, India August 2012 - May 2016

EXPERIENCE

• Talentica Software

Feburary 2018 - Present, Pune, India

- Worked closely with cross-functional teams to develop *mobile use cases for Indoor Location Solutions* in enterprise environments. Played a key role in *core engineering efforts* that led to the startup's \$405M acquisition by Juniper Networks, followed by Juniper's \$14B acquisition by HPE.
- Supported the product's recognition in the Gartner Magic Quadrant for Indoor Location Services for 4 consecutive years.
- Collaborated within a *cross-functional*, *multicultural team distributed across time zones*, leveraging *Agile* methodologies and remote collaboration tools to ensure seamless communication, timely delivery, and high-quality outcomes.
- Led project initiatives with end-to-end ownership while mentoring junior developers and conducting comprehensive code reviews to ensure code quality, maintain standards, and promote the adoption of engineering best practices across the team.

Software Engineer - 3

April 2022 - Present

- Core SDK: Developed the core Android SDK for scanning BLE signals and collecting sensor data, providing location insights, proximity alerts, range detection, and virtual beacon monitoring via callback interfaces. Enabled site surveying and indoor location optimization for client applications.
- Setup App: Helped reduce the size of the application by 50%. The application functions as a management interface for the Mist Portal, enabling the deployment, configuration, and lifecycle management of network infrastructure components including Access Points, Gateways, Switches, and Routers—across organizational hierarchies and site locations. It facilitates streamlined provisioning, device onboarding features on the go.
- Marvis App: Revamped the application architecture using MVVM, significantly reducing NPE-related crashes and improving performance by resolving memory leaks. The app provides end-to-end visibility into Wi-Fi performance from the client's perspective, bridging the gap between connected devices and network management.

Software Engineer - 2

April 2020 - March 2022

- RestKit SDK: Developed a lightweight SDK serving as an abstraction layer for handling all network-related API interactions, with efficient memory management and custom interceptors for authentication, caching and logging.
- MapKit SDK: This widget functions as an indoor equivalent of a Google Maps widget and can be seamlessly embedded within applications. It abstracts and manages all location-related functionalities, including real-time location visualization, indoor map rendering, and turn-by-turn navigation.

Software Engineer - 1

Feburary 2018 - March 2020

• Experience App: The application serves as a demonstrative platform for showcasing indoor location capabilities powered by patented virtual beacon technology. It incorporates indoor navigation functionalities via the Mist Help feature—a contextual assistance system analogous to Uber, adapted for indoor environments. Additionally, the app supports background wake-up and contextual awareness through geofencing mechanisms, enabling zone-based and proximity-triggered notifications. To enhance user engagement, a gamified experience was developed using the Core SDK and Augmented Reality (AR), dynamically rendering virtual Pokémon entities mapped to the user's real-time indoor coordinates.

• **Insurance Application**: Primarily focused on enhancing application logic, resolving software defects, and optimizing user interface performance and usability.

Projects

- File Downloader Library: Engineered a modular and scalable Android library for network-based file downloads, leveraging the *Builder and Singleton patterns*. Designed to *handle errors* gracefully through *callback* propagation and provide real-time download progress updates, ensuring a robust and extensible solution.
- Logger Library: Developed an Android logging library leveraging the Singleton pattern for controlled instantiation, supporting all standard log levels with centralized, structured output and optional file-based persistence.
- Location Observer Library: Developed a reusable Android library to monitor location services state changes and efficiently notify client applications of updates, enhancing location-aware feature reliability.
- News Application: Designed and built a modern Android news application using the MVVM Architectural pattern, incorporating best practices with Kotlin Flow and libraries such as Retrofit, Room, Paging, and WorkManager to ensure scalability, maintainability, and responsiveness.

Programming Skills

- Languages: Kotlin, Java, Python, SQL
- Libraries: Jetpack Compose, Dagger2, Dagger-Hilt, OkHttp, Retrofit, Room, JUnit, Paging 3
- Technologies & Others: REST, WebSockets, SOLID, Singleton, CI/CD, Firebase, Git, Agile, Flask, Android Studio, IntelliJ

OTHERS

- Leetcode: Active problem solver with 150+ coding challanges solved in Kotlin, Python and Java.
- Medium M: Author technical articles on Medium, with a readership of nearly 200 followers.
- Stack Overflow 2: Contributed to the Stack Overflow community with 4.5M impact and 2.2K reputation, providing solutions in Android Development.